

Eli Enigenburg

Character Specialist, CG Generalist

Animation • Rigging • Pipeline • Scripts & Tools

Real-time • VR/AR • Rendered • Motion Graphics

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Nevada City, California

(760) 730-9007

CREATIVE SKILLS

- ✱ Character Animation
- ✱ Visual Effects
- ✱ Lighting & Rendering
- ✱ Ideation, Storyboarding
- ✱ Layout, Camera, Previs
- ✱ Motion Graphics
- ✱ Modeling, Texturing
- ✱ Concept, Drawing, Painting

TECHNICAL SKILLS

- ✱ Character & Creature Rigging
- ✱ Dynamic Simulation
- ✱ Pipeline Technical Direction
- ✱ Tools & Automation
- ✱ Python, MEL, JavaScript
- ✱ Maya, Fusion 16, After Effects
- ✱ Unreal, Unity, V-Ray, Substance
- ✱ 3ds Max, Cinema 4D

EXPERIENCE

Turtle Rock Studios

Principal Technical Animator, 2023 - 2025

Lost Boys Interactive

Principal Technical Animator, 2022 - 2023

Final Strike Games

Principal Technical Artist, 2022 - 2022

Rooster Teeth

Lead Character T.D., 2021 - 2022

RWBY Vol. 9, Justice League x RWBY (feature)

Wevr

Sr. Character T.D., 2020 - 2021

Chaos at Hogwarts, Wizards Take Flight (VR)

Oddworld Inhabitants

Sr. Animator, 2013

Oddworld: New 'n' Tasty! (cinematics)

PandaPanther

Supervising Animator, 2012

Skylanders Giants (cinematics)

Trion Worlds

Sr. Character T.D. / Animator, 2009

Defiance

BottleRocket Entertainment

Sr. Animator, 2007 - 2009

PlayStation

Sr. Animator, Studio, 2006 - 2007

Sr. Animator, Cinematics Group, 2003

Neopets, SOCOMM II, MTV's TRL, and more

High Moon Studios

Sr. Cinematic Animator, 2006

Darkwatch, The Bourne Conspiracy

Angel Studios/Rockstar

Lead Artist / Animator, 2000 - 2002

TransWorld Surf, Midnight Club,

Read Dead Revolver



Moving Message Co.

Animator, Technical Director, 2009 - Present

I offer a broad set of skills related to high-end 3D character animation. From focused technical solutions to full productions, I've met diverse challenges that have driven my technical development while surpassing the highest quality requirements of the entertainment, interactive, VR/AR, and advertising industries. I make computers do what computers do best.

Various Studios

Lead Animator, Technical Director, Artist, 1998 - 2009

I began my career as an environment artist in the game industry and quickly transitioned to characters. Ever since, I've been animating and rigging characters while building tools to make those and other tasks easier and more efficient.

EDUCATION

Watt's Atelier of the Arts

1998 - 2003

Figure drawing, anatomy, sculpture, portraiture, quick sketch

Silicon Studio Los Angeles

1996 - 1998

3D animation, modeling, lighting, rendering, visual effects

